Proposed Level of Care Threshold: 18 points

When testing the algorithm, all indicators should be looked at individually to ensure the highest score is being given to the participant in the category. For example, in the behavioral section an individual may only score 1 in wandering but may score a 3 in verbal abuse. Using the higher score in verbal abuse will give the participant 6 points instead of the 3 they would have scored for wandering.

Behavioral: Repeated behavioral challenges that affect a participant's ability to function in the community.

E3a	-	Wandering
E3b	-	Verbal Abuse
E3c	-	Physical Abuse
E3d	-	Socially Inappropriate / Disruptive
E3e	-	Inappropriate Public Sexual Behavior
E3f	-	Resists Care
J3g	-	Abnormal Thought Process
J3h	-	Delusions
J3i	-	Hallucinations
N7b	-	Mental Condition

If   (N7b=0
        AND (E3a=0)
        AND (E3b=0)
        AND (E3c=0)
        AND (E3d=0)
        AND (E3e=0)
        AND (E3f=0)
        AND (J3g=0)
        AND (J3h=0)
        AND (J3i=0)
        Then LOC = 0

If   (N7b=1)
        OR (E3a =1)
        OR (E3b=1)
        OR (E3c=1)
        OR (E3d=1)
        OR (E3e=1)
        OR (E3f=1)
        OR (J3g=1)
        OR (J3h=1)
        OR (J3i=1)
        Then LOC = 3

If   (N7b=2 **or** N7b=3)
        OR (E3a=2 **or** E3a=3)
        OR (E3b=2 **or** E3b=3)
        OR (E3c=2 **or** E3c=3)

   OR (E3d=2 **or** E3d=3)
   OR (E3e=2 **or** E3e=3)
   OR (E3f=2 **or** E3f=3)
   OR (J3g=2 **or** J3g=3 **or** J3g=4)
   OR (J3h=2 **or** J3h=3 **or** J3h=4)
   OR (J3i=2 **or** J3i=3 **or** J3i=4)
   Then LOC = 6

If (N7b=2 **or** N7b=3)
   AND
    (E3a=3)
    OR (E3b=3)
    OR (E3c=3)
    OR (E3d=3)
    OR (E3e=3)
    OR (E3f=3)
    OR (J3g=3 **or** J3g=4)
    OR (J3h=3 **or** J3h=4)
    OR (J3i=3 **or** J3i=4)
   Then LOC = 9

Cognition: Assesses a participant's performance in remembering, making decisions, organizing daily self-care activities, as well as understanding others and making self-understood.

If a participant scores C1=5 (no discernable consciousness, coma, as outlined in the InterRAI) the participant is presumed to require nursing facility LOC; this is defined as a TRIGGER.

C1 -   Cognitive Skills
C2a -   Short Term Memory
C2b -   Procedural Memory
C2c -   Situational Memory
C3c -   Mental Function
D1 -   Making Self Understood
D2 -   Ability to Understand Others

If (C1=0 **or** C1=1 **or** C1=2 **or** C1=3)
  AND (C2a=0)
  AND (C2b=0)
  AND (C2c=0)
  AND (C3c=0)
  AND (D1=0 **or** D1=1)
  AND (D2=0 **or** D2=1)
  Then LOC = 0

If (C1=1 **or** C1=2)
  AND
   (C2a=1)
   OR (C2b=1)
   OR (C2c=1)

          OR (C3c=1 **or** C3c=2)
          OR (D1=2 **or** D1=3 **or** D1=4)
          OR (D2=2 **or** D2=3 **or** D2=4)
        Then LOC = 3

If   (C1=3)
      AND
       (C2a=1)
       OR (C2b=1)
       OR (C2c=1)
       OR (C3c=1 **or** C3c =2)
       OR (D1=3)
       OR (D2=3)
      Then LOC = 6

If   (C1=3)
      AND
       (D1=4)
       OR (D2=4)
      OR
      (C1=4)
      Then LOC = 9

If   (C1=5) *TRIGGER: 18 points

Activities of Daily Living (ADLs)
Activities of Daily Living or ADLs refer to the fundamental activities an individual does on a day-to-day basis necessary for independent living. The scoring for Mobility, Eating and Toileting reflects 0, 3, 6 or 9. The scoring for Bathing and Dressing reflects 0, 3 or 6. The scoring for Missouri is based upon the foundation of the Hierarchy of ADLs, (InterRAI).

<u>Mobility:</u> Amount of assistance needed to move from one place or position to another.

G2e -   Walking
G2f -   Locomotion
G2i -   Bed Mobility
G3a -   Primary mode of locomotion

If   (G2e=0 **or** G2e=1 **or** G2e=2 or G2e=8)
      AND
      (G2f=0 **or** G2f =1 **or** G2f=2 or G2f=8)
      AND
      (G2i=0 **or** G2i=1 **or** G2i=2 or G2i=8)
      AND
      (G3a=0 **or** G3a=1 **or** G3a=2)
      Then LOC = 0

If   (G2e=3 **or** G2e=4)
          OR
          (G2f=3 **or** G2f=4)
          OR
          (G2i=3 **or** G2i=4)
          Then LOC = 3

If   (G2e=5)
          OR
          (G2f=5)
          OR
          (G2i=5)
          Then LOC = 6

If   (G2e=6)
          OR
          (G2f=6)
          OR
          (G2i=6)
          Then LOC = 9

If   (G3a=3) *TRIGGER: 18 Points

*If a participant scores G3a=3 (primary mode of locomotion, bedbound, as outlined in the InterRAI) the participant is presumed to require nursing facility LOC; this is defined as a TRIGGER.

Eating: Amount of assistance needed to eat and drink, special nutritional requirements and mode of nutrition.

G2j   -   Eating
K2e   -   Therapeutic Diet

If   (G2j=0 **or** G2j=8)
          AND
          (K2e=0)
          Then LOC = 0

If   (G2j=1 **or** G2j=2 **or** G2j=3)
          OR
          (K2e=1)
          Then LOC = 3

If   (G2j=4)
          Then LOC = 6

If   (G2j=5)
          Then LOC = 9

If   (G2j=6) *TRIGGER: 18 Points

*If a participant scores G2j=6 (eating, total dependence, as outlined in the InterRAI) the participant is presumed to require nursing facility LOC; this is defined as a TRIGGER.

Toileting: Amount of assistance needed to use the toilet room (or commode, bedpan, urinal), transfers on/off toilet, cleanses, changes (incontinence), pad, manages ostomy or catheter, and adjusts clothes.

G2g   -   Transfer Toilet
G2h   -   Toilet Use

If   (G2g=0 **or** G2g=1 **or** G2g=2 or G2g=8)
         AND
         (G2h=0 **or** G2h=1 **or** G2h=2 or G2h=8)
         Then LOC = 0

If   (G2g=3 **or** G2g=4)
         OR
         (G2h=3 **or** G2h=4)
         Then LOC = 3

If   (G2g=5)
         OR
         (G2h=5)
         Then LOC = 6

If   (G2g=6)
         OR
         (G2h=6)
         Then LOC = 9

Bathing: Amount of assistance needed for a full-body bath/shower.

G2a   -   Bathing

If   (G2a=0 **or** G2a=1 **or** G2a=2 **or** G2a=8)
         Then LOC= 0

If   (G2a=3 **or** G2a=4)
         Then LOC = 3

If   (G2a=5 **or** G2a=6)
         Then LOC = 6

Dressing and Grooming: Amount of assistance needed to dress and undress (street clothes, underwear) including prostheses, orthotics, fasteners, pullovers, etc.

G2b   -   Personal Hygiene

G2c   -   Dressing Upper Body
G2d   -   Dressing Lower Body

If   (G2b=0 **or** G2b=1 **or** G2b=2 **or** G2b=8)
     AND
     (G2c=0 **or** G2c=1 **or** G2c=2 **or** G2c=8)
     AND
     (G2d=0 **or** G2d=1 **or** G2d=2 **or** G2d=8)
     Then LOC = 0

If   (G2b=3 **or** G2b=4)
     OR
     (G2c =3 **or** G2c=4)
     OR
     (G2d=3 **or** G2d=4)
     Then LOC = 3

If   (G2b=5 **or** G2b=6)
     OR
     (G2c=5 **or** G2c=6)
     OR
     (G2d=5 **or** G2d=6)
     Then LOC = 6

Rehabilitation: The restoration of a former or normal state of health through medically-ordered therapeutic services either directly provided by or under the supervision of a qualified professional.

N3ea   -   PT
N3fa   -   OT
N3ga   -   Speech
N3ia   -   Cardiac Rehab

If   (N3ea = 0)
     AND
     (N3fa = 0)
     AND
     (N3ga = 0)
     AND
     (N3ia = 0)
     Then LOC = 0

If   (N3ea = 1)
     OR
     (N3fa = 1)
     OR
     (N3ga = 1)
      OR

(N3ia = 1)
Then LOC = 3

If   (N3ea = 2 **or** N3ea = 3)
OR
(N3fa = 2 **or** N3fa = 3)
OR
(N3ga = 2 **or** N3ga = 3)
OR
(N3ia = 2 **or** N3ia = 3)
Then LOC = 6

If   (N3ea = 4 **or** N3ea = 5 **or** N3ea = 6 **or** N3ea = 7)
OR
(N3fa = 4 **or** N3fa = 5 **or** N3fa = 6 **or** N3fa = 7)
OR
(N3ga = 4 **or** N3ga = 5 **or** N3ga = 6 **or** N3ga = 7)
OR
(N3ia = 4 **or** N3ia = 5 **or** N3ia = 6 **or** N3ia = 7)
Then LOC = 9

Treatments: Physician ordered medical care or management that requires additional hands on assistance. The scoring for treatments will be 0 or 6. Participants with the identified treatments will receive 6 points.

H1	-	Bladder Continence
H3	-	Bowel Continence
K3	-	Mode of Nutrition
L1	-	Pressure Ulcer Severity
N2g	-	Suctioning
N2h	-	Tracheostomy Care
N2j	-	Ventilator or Respirator
N2k	-	Wound Care

If   (H1=0 or H1=2 or H1=3 or H1=4 or H1=5 or H1=8)
AND
(H3=0 or H3=2 or H3=3 or H3=4 or H3=5 or H3=8)
AND
(L1=0 or L1=1)
AND
(K3=0 **or** K3=1 **or** K3=2 **or** K3=3 **or** K3=4)
AND
(N2g=0)
AND
(N2h=0)
AND
(N2j=0)
AND
(N2k=0)

Then LOC = 0

If   (H1=1)
        OR
        (H3=1)
        OR
        (K3=5 **or** K3=6 **or** K3=7 **or** K3=8)
        OR
        (N2g=1 **or** N2g=2 **or** N2g=3 **or** N2g=4)
        OR
        (N2h=1 **or** N2h=2 **or** N2h=3 **or** N2h=4)
        OR
        (N2j=1 **or** N2j=2 **or** N2j=3 **or** N2j=4)
        OR
        (N2k=1 **or** N2k=2 **or** N2k=3 **or** N2k=4)
          AND
          (L1=2 **or** L1=3 **or** L1=4 or L1=5 **or** L1=6)
        Then LOC = 6

Instrumental Activities of Daily Living (IADL): Instrumental activities of daily living are the skills and abilities needed to perform certain day-to-day tasks associated with an independent lifestyle.

Managing Medications: Amount of assistance needed to safely manage medications based on the participant's capacity to complete the task.

G1d   –   Managing Medications

If   (G1d=0 **or** G1d=1 **or** G1d=2)
        Then LOC=0

If   (G1d=3 **or** G1d=4)
        Then LOC = 3

If   (G1d=5 **or** G1d=6)
        Then LOC = 6

Meal Prep: Amount of assistance needed to prepare a meal based on the participant's capacity to complete the task.

G1a   -   Meal Prep

If   (G1a=0 **or** G1a=1 **or** G1a=2)
        Then LOC = 0

If   (G1a=3 **or** G1a=4)
        Then LOC= 3

If   (G1a=5 **or** G1a=6)
        Then LOC = 6

Safety: Participant is at risk of injury due to visual impairment or falls.

D4   –   Vision
J1   –   Falls
J3a   –   Problem frequency to move to standing position
J3b   –   Problem frequency to turn to face opposite direction
J3c   –   Problem frequency for dizziness
J3d   –   Problem frequency for unsteady gait

If   (D4=0 **or** D4=1 **or** D4=2)
        AND
        (J1=0)
        AND
        (J3a=0 **or** J3a=1)
        AND
        (J3b=0 **or** J3b=1)
        AND
        (J3c=0 **or** J3c=1)
        AND
        (J3d=0 **or** J3d=1)
        Then LOC = 0

If   (D4=3)
        OR
        (J1=1 **or** J1=2 **or** J1=3)
        OR
        (J3a=2 **or** J3a=3 **or** J3a=4)
        OR
        (J3b=2 **or** J3b=3 **or** J3b=4)
        OR
        (J3c=2 **or** J3c=3 **or** J3c=4)
        OR
        (J3d=2 **or** J3d=3 **or** J3d=4)
        Then LOC = 3

  If   (D4=4)
        OR (J1=1 **or** J1=2 **or** J1=3)
        AND
          (J3a=2 **or** J3a=3 **or** J3a=4)
          OR
          (J3b=2 **or** J3b=3 **or** J3b=4)
          OR
          (J3c=2 **or** J3c=3 **or** J3c=4)
          OR
          (J3d=2 **or** J3d=3 **or** J3d=4)
        Then LOC = 6